



```

import java.util.Scanner;
public class java3week {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.print("USER : ");

        int count = 0;
        int win = 0;
        int draw = 0;

        String winStr = "이겼습니다 !";
        String loseStr = "졌습니다 ";

        while (true) {
            int comInt = (int) (Math.random() * 3);
            String comStr = null;
            switch (comInt) {
                case 0:
                    comStr = "가위";
                    break;
                case 1:
                    comStr = "바위";
                    break;
                case 2:
                    comStr = "보";
                    break;
            }

            System.out.print("가위바위보 : ");
            String userStr = sc.nextLine();

            String result = null;

            if (userStr.equals("가위") || userStr.equals("바위") || userStr.equals("보")) {
                if (comStr.equals(userStr)) {
                    result = "비겼습니다.";
                    draw++;
                } else {
                    if (comStr.equals("가위") && userStr.equals("바위")) {
                        result = "졌습니다.";
                        win++;
                    } else if (comStr.equals("바위") && userStr.equals("가위")) {
                        result = "이겼습니다.";
                        win++;
                    } else if (comStr.equals("가위") && userStr.equals("보")) {
                        result = "이겼습니다.";
                        win++;
                    } else if (comStr.equals("바위") && userStr.equals("보")) {
                        result = "졌습니다.";
                        win++;
                    } else if (comStr.equals("보") && userStr.equals("바위")) {
                        result = "이겼습니다.";
                        win++;
                    } else {
                        result = "졌습니다.";
                        win++;
                    }
                }
            }
        }
    }
}

```

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19         if (comStr.equals("가위")) {
20             switch (userStr) {
21                 case "바위":
22                     result = winStr;
23                     win++;
24                     break;
25                 case "보":
26                     result = loseStr;
27                     break;
28             }
29         } else if (comStr.equals("바위")) {
30             if (userStr.equals("보")) {
31                 result = winStr;
32                 win++;
33             } else {
34                 result = loseStr;
35             }
36         } else {
37             result = userStr.equals("가위") ? winStr : loseStr;
38             if (result.equals(winStr)) {
39                 win++;
40             }
41         }
42     }
43 }
44 }else if(!userStr.equals("그만")) {
45     System.out.println("게임을 종료합니다.... ");
46     continue;
47 }else {
48     break;
49 }
50 count++;
51 System.out.println("컴퓨터 : " + comStr);
52 System.out.println("USER: " + userStr);
53 System.out.println(result);
54 }
55 System.out.printf("%wjs, %s %d회 d회", count, win, draw, (count-win-draw));
56 }

```